

COOK

Citizens, Unaffiliated, Landed: Cavachs

BACKGROUND

Cooks utilize the various plants in Éras to make delicious and magically potent foods, candies, and other edible substances. Many cooks choose to devote their energies to the craft—some say art—of developing new recipes and combinations of plants to enhance their dishes' flavor and restorative properties. Highly sought after by the wealthy, skilled cooks are often given positions within the kitchens of manors, castles, and estates. Some particularly famous cooks have even been granted honorary “familial” status for their innovations and service to the various high-ranking landed. Many cooks have even expanded past the creation of food, and have begun to dabble into the crafting of drinks, and even medicinal teas.

The medicinal use of plants predates recorded history and is universal throughout Eras. Early paintings of the Abkhat indicate that many families used herbs such as sanguinary and goldbloom since before written record, and the discoveries of their many uses have been passed down over the years to help establish modern knowledge. Although not as potent a form of herbalism as that practiced by the Apothecarist in making their medicinal tinctures, the effects garnered from food and teas are beloved for their palatable flavor and their affinity towards more casual, and less dire use.

MECHANICS

Cooks utilize the latent magical energies in plants by isolating specific parts and can produce food, beverages, and teas with magical properties. Cooks make use of in-game plants and must have a working knowledge of the plants, their parts, and their associated effects. This information is available in the *Crafting with Plants* primer which is provided at the Novice rank.

All magical plants contain 2 components: essence and parts. Cooks use the *parts* of plants in their craft. Extraction of plant parts destroys the plant unless otherwise stated. Any plants with white tape have lost their parts and cannot be used by cooks. Plant parts are considered non-stealable, do not require physical representation, and expire if not used by the end of the event if prepared during game.

You may isolate and combine plant materials during game if an appropriate workstation, an Herbal Station, is available, or between games. Each plant takes 1 minute of roleplay to prepare and the final product takes an additional 1 minute per ingredient to complete unless otherwise noted in the skill. After completion, all expended plants must be placed in the expended props bin at the station. Further directions on use are available at the station.

Cooks will be provided a limited number of basic recipes for foods and teas. If a cook wishes to create a new recipe, they may experiment during the between-game period. The player must submit a detailed write-up of the plants used, desired effect, and rationale behind the use of the various plants. These will be reviewed by staff and any results will be included in a character's bag for the following event. Your experiment results will be included in your character bag at check-in at each event. You may never combine more than 4 ingredients in any 1 product.

PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Undertake 1 experiment over the course of each of 2 between-game periods.	+2 events	All novice skills unlocked. May experiment with basic recipes. Information about plants.
<i>Journeyman</i>	Undertake 2 experiments over the course of each of 2 between-game periods.	+2 events	All journeyman skills unlocked. May experiment with mild recipes and teas.
<i>Master</i>	Undertake 2 experiments over the course of each of 3 between-game periods.	+3 events	All master skills unlocked. May experiment with potent recipes and teas.
<i>Grandmaster</i>			All grandmaster skills unlocked. May experiment with concentrated recipes and teas.

Note: You will be provided with a teabag for any teas you manufacture. You must supply the props for any foods (including non-tea drinks) that you make. The method by which you obtain these foods is entirely up to you, but you should have the ingredients on a notecard for any players that wish to check for allergens. We ask that you avoid common allergens.

SKILLS

Note: Each skill listed below is classified as an infinite-use skill, but it requires the indicated amount of materials and roleplay time.

NOVICE

Prepare Plant (0) After 1 minute of roleplay, you may expend one magical plant and isolate one part from that plant. You may then spend 1 minute per part to combine all available components into either a tea or food item. Plant preparation can be performed as part of your between-game actions. Indicate the intended plants you wish to isolate and combine.

Basic Recipe (1) Use 1 plant part to make a food creating an effect of 1 CP in value per individual, to be shared amongst a maximum of 2 people.

Basic Tea (1) Use 1 plant part to brew a drink creating an effect of 2 CP in value.

JOURNEYMAN

Basic Recipe, Improved (2) Prerequisite: *Basic Recipe*. Use 1 plant part to make a food creating an effect of 1 CP in value per individual, to be shared among a maximum of 4 people.

Mild Recipe (2) Prerequisite: *Basic Recipe*. Use 2 plant parts to make a food creating an effect of 2 CP in value per individual, to be shared among a maximum of 2 people.

Mild Tea (2) Prerequisite: *Basic Tea*. Use 2 plant parts to brew a drink creating an effect of 3 CP in value.

MASTER

Basic Recipe, Enhanced (2) Prerequisite: *Improved Basic Recipe*. Use 1 plant part to make a food creating an effect of 1 CP in value per individual, to be shared among a maximum of 6 people.

Mild Recipe, Improved (2) Prerequisite: *Mild Recipe*. Use 2 plant parts to make a food creating an effect of 2 CP in value per individual, to be shared among a maximum of 4 people.

Potent Recipe (2) Prerequisite: *Mild Recipe*. Use 3 plant parts to make a food creating an effect of 3 CP in value per individual, to be shared among a maximum of 2 people.

Potent Tea (2) Prerequisite: *Mild Tea*. Use 3 plant parts to brew a drink creating an effect of 4 CP in value per individual.

Precision Preparation (0) Allows the cook to better extract the components of a plant. A cook may now extract the parts of a plant without destroying the plant. Place a small piece of white tape on the plant to indicate which components have been removed. Any plant with both white and black tape on it is considered expended and can be discarded.

GRANDMASTER

Basic Recipe, Mastered (2) Prerequisite: *Enhanced Basic Recipe*. Use 1 plant part to make a food creating an effect of 1 CP in value per individual, to be shared among a maximum of 8 people.

Mild Recipe, Mastered (2) Prerequisite: *Improved Mild Recipe*. Use 2 plant parts to make a food creating an effect of 2 CP in value per individual, to be shared among a maximum of 6 people.

Potent Recipe, Mastered (3) Prerequisite: *Potent Recipe*. Use 3 plant parts to make a food creating an effect of 3 CP in value per individual, to be shared among a maximum of 3 people.

Concentrated Tea (3) Prerequisite: *Potent Tea*. Use 4 plant parts to brew a drink creating an effect of 5 CP in value per individual.